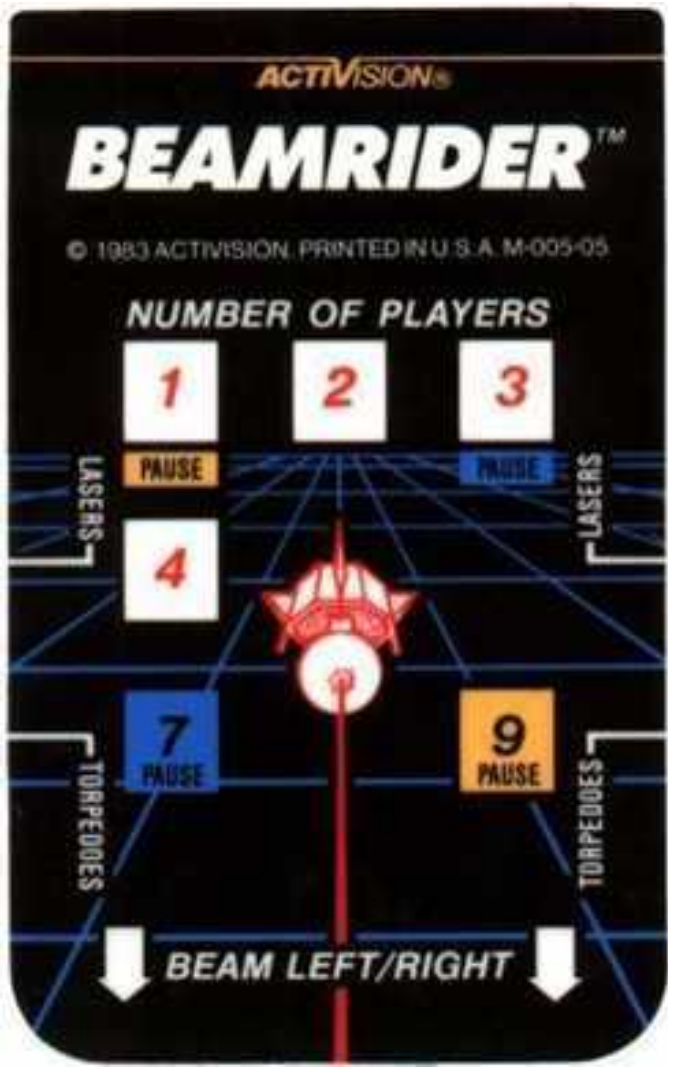
ACTIVISION®
BEAMRIDER™
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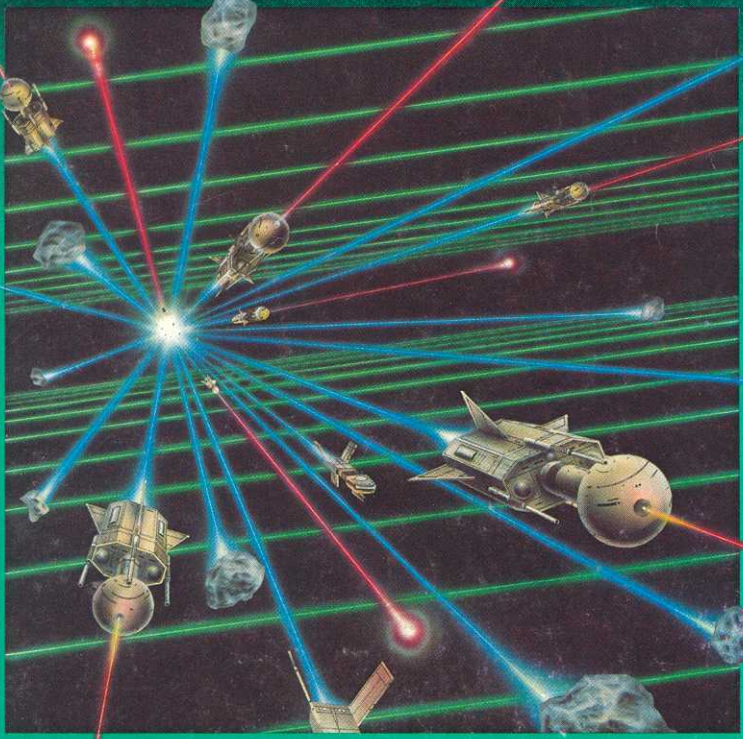
NUMBER OF PLAYERS
1
2
3
PAUSE
PAUSE
LASERS
LASERS
4
7
PAUSE
9
PAUSE
TORPEDOES
TORPEDOES
BEAM LEFT/RIGHT

ACTIVISION

BEAMRIDER™



VIDEO GAME CARTRIDGE

INSTRUCTIONS

ACTIVISION.

ACTIVISION® BEAMRIDER™ BASICS

The Restrictor Shield, 99 sectors deep, now surrounds the Earth. You are the Beamrider, thrust from your Space Station, on a mission to clear the Shield. There you must demolish an onslaught of aliens as you dodge from beam to beam.

1. Insert game cartridge into your video game console with power OFF. Then, turn power ON.

2. Slip game overlay onto hand controller(s).

3. There are four game variations:

Game 1: One player
Game 2: Two players taking turns
Game 3: Three players taking turns
Game 4: Four players taking turns

In multi-player games, an arrow at the top of the screen will point to the left or right, indicating which controller is in use.

4. Select game by pressing appropriate number, 1–4, on controller keypad. You will immediately be in the Space Station (see #10). Its control panel displays your score, two reserve ships, sector, number of enemy saucers in the sector and three torpedoes.

5. To start the action, open the Space Station's hatch doors and enter the Restrictor Shield by pressing the controller disc.

6. Use of the Controller:
Disc: To move your ship left or right,...tap the left or right rim.
Side Buttons: Press either upper button to fire laser lariats. Press either bottom button to launch torpedoes.

7. Pause Control. If you're distracted in the middle of a game, you can put the action on hold. Simply press numbers 1 and 9, or 3 and 7 **simultaneously** on the keypad. The action will stop and the screen will go dark. To resume the game, press any key.

8. Enemy Saucers. There are 15 enemy saucers in each sector. They must all be destroyed before you can go to the next sector. Every time a saucer is hit, the number in the upper left corner of the screen will count down by one.

9. Weapons. Laser lariats are only effective against certain invaders (see "Dangerous Encounters"). Torpedoes, however, will destroy the first object they meet on a beam. You are only given 3 torpedoes per sector. Use them sparingly since they are your only weapon against the Sector Sentinel (see "Special Features").

10. The Space Station. Whenever your ship is destroyed, or when you complete a sector, you will return via hyperspace to the Space Station. When you're ready to continue, press any button or the controller disc. The hatch doors will open and you'll be on your way.

11. Scoring. Points are scored each time an enemy saucer, chirper ship or Sector Sentinel is destroyed. Additionally, a 'sector bonus', added to all scores, increases as you progress to higher sectors. The higher the sector, the higher the bonus.

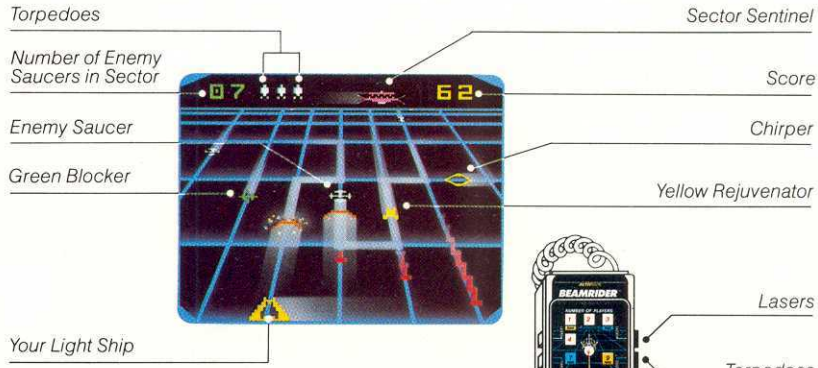
White Enemy Saucers: 40 points plus sector bonus
Yellow Chirper Ships: 200 points plus sector bonus
Sector Sentinel: 300 points plus sector bonus

The exact point value for each hit appears in red, briefly replacing your score the moment an enemy craft is destroyed.

Also, if you manage to destroy the Sector Sentinel, you'll receive the points described above plus a bonus for each ship in your fleet (each ship will light up and add 100 points plus a sector bonus to your score).

12. You begin the game with one active ship and two on reserve. The game ends when all your ships are gone.

13. TURN POWER OFF BEFORE REMOVING CARTRIDGE.



Composite Screen

Hand Controller with Overlay

SPECIAL FEATURES OF BEAMRIDER™

The Sector Sentinel. When all 15 white enemy saucers have been destroyed in a sector, their Sentinel ship will be defenseless and will cruise across the top of the beams. Only a torpedo can destroy it.

Yellow Rejuvenators. Occasionally, yellow rejuvenators will float through the beam matrix. Allow them to land on your deck, as each connection will add a bonus ship to your fleet. If you shoot or torpedo a rejuvenator by mistake, it will turn red from the heated blast. Get out of the way! The wreckage will destroy you on contact.

Drop Out Key. In a multi-player game, you can choose to drop out of the game without interrupting the other players. When your turn begins in the space station, simply press the zero button (0) on the controller for about 1 second. Your score will be omitted and the sequence of play will automatically adjust to the remaining players.

DANGEROUS ENCOUNTERS

With the first swing of your laser lariat, the white enemy saucers approach. But there's more. As you progress through the Restrictor Shield, a sinister collection of aliens will materialize. A new danger is added with every other sector, up to sector 14.

SECTOR	CRAFT	VULNERABLE?
1	White Enemy Saucers	**Yes**
2	Brown Space Debris	No
4	Yellow Chirper Ships	**Yes**
6	Green Blocker Ships	No
8	Green Bounce Craft	No
10	Blue Chargers	**Yes**
12	Orange Trackers	No
14	Red Zig Bombs	**Yes**

Only "vulnerable" objects are affected by laser lariats (saucers and chirpers are destroyed; chargers and zig bombs are deflected). Everything else can only be dodged or, in extreme cases, torpedoed.

JOIN THE ACTIVISION® "BEAMRIDERS"

Beamriders are a breed all their own. Part warrior, part astronaut and part daredevil. If that sounds like you, and, if you've made it to sector 20 with a score of 60,000 points or more, join the club. Send us a photo of your TV screen showing your sector and score, along with your name and address, and we'll send you the emblem that will identify you as an official Beamrider. Be sure to write "Beamrider" and your score on the bottom corner of the envelope.

HOW TO BE A "BEAMRIDER"

Tips from Dave Rolfe, designer of Beamrider™

Dave Rolfe is a seasoned designer of video games, with an academic background in engineering and computer science. In his spare time, he can be found bicycling or listening to rock 'n roll.

Greetings from sector 26 and moving! If you want to make it to the outer sectors, pay attention to these tips.

First of all, don't hold down the disc. Maintain precise control by learning to TAP the disc to move a single beam at a time. And stay near the center beams so you won't get boxed into a corner with nowhere to run.

Zap the white enemy saucers as early in their approach as possible. And check this out: You can hit them when they're slightly **off** the beam, **before** they can drop their missiles.

When you see a yellow rejuvenator, don't abandon all caution as you move to catch it, or you'll likely wreck your ship. If an invulnerable object is blocking it, you can use a torpedo to blast it out of the way. Then, catch the rejuvenator. But remember, you only have three torpedoes and they're your **only** weapon against the Sector Sentinel.

And while we're on the subject, when the Sentinel is about to approach, don't sit on the beam you plan to shoot from. Green Blockers will swarm onto it immediately! Instead, wait on a beam you're **not** going to shoot from (like the one nearest the Sentinel's first sighting). As soon as the Blockers are 'locked' onto that beam, zip over to an unblocked beam and torpedo the ship.

Last, but not least, take time to notice the enemy attack movements. They generally follow a pattern of motion that allows you to anticipate many of their moves.

With practice, you'll be in the outer sectors before long. If you get **too** far out, come down to Earth for a while and drop me a line. Because reading your letters is the next best thing to designing games.

David Rolfe

VIDEO GAME CARTRIDGE
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Activision, Inc. warrants to the original consumer purchaser of this Activision video game cartridge that it will be free from defects in materials and workmanship for a period of one (1) year from the date of purchase. Activision agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

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